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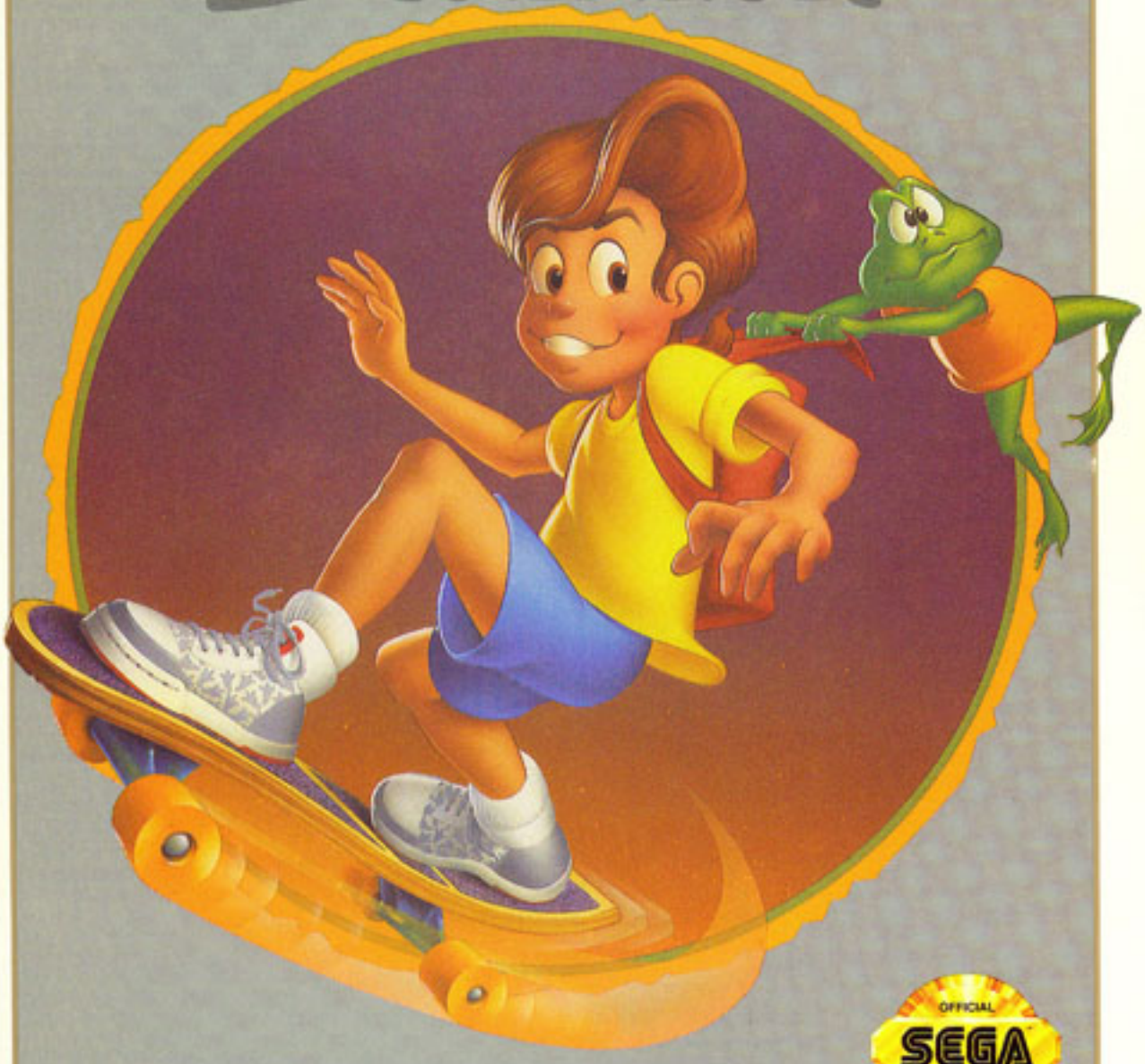
THE ADVENTURES OF Willy Beamish™



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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

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THE ADVENTURES OF Willy Beamish™

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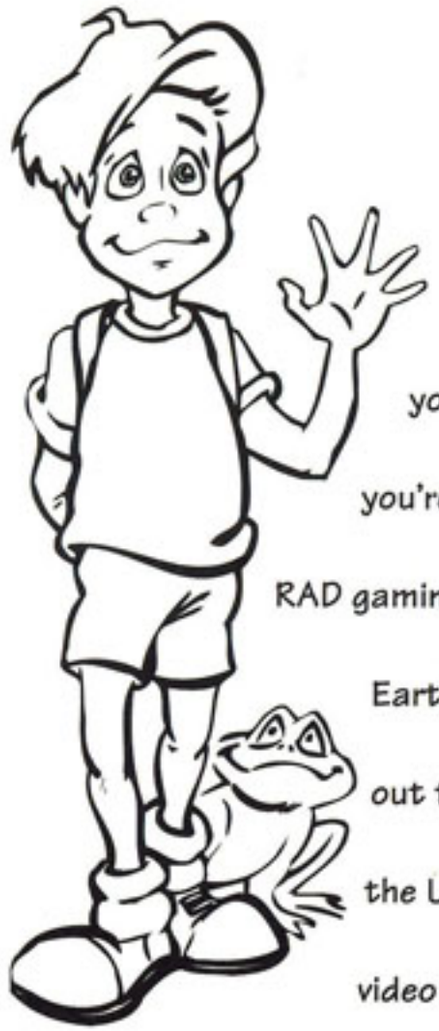


Hi! I'm Willy Beamish and we've got a ton in common. First off, you're a very cool person because you're playing on one of the most highly RAD gaming systems ever invented on Planet Earth - the Sega CD. You'll soon figure out that my supreme goal in life is to be the Ultimate Champion of the World video game player. The system I have up in my room is bogus compared to what you've just scored. I'm overtly jealous, but you can bet I'LL be upgrading my hunk o'junk very soon, so that one day I will be Game Overlord - the Sega CD Meister. Anyway, they told me I should tell you a little bit about how to play my game - *The Adventures of Willy Beamish* (only the most amazing adventure game around), so here goes...

Getting Started

OK, first things first, how do you start this thing up? Plug it in, Dude! Then follow the instructions on how to set up your Sega CD very closely.

One cool thing about our game is that we all talk! So make sure you hook up the sound wires right so you can hear all of us real clear. We'll sound best if you can get hooked up to the stereo system by your TV (if you have one). If you don't have one— you can hear us through your T.V. speaker. See the section on hooking up your Sega CD in your Sega CD install manual.

So you've got it set up, all plugged into the stereo, or whatever you have, and you're ready to go. You turn it on. You see some very cool graphics. Press **Start** to display the Sega CD control panel. Press **Start** again to open the disc tray. Carefully place the *Willy Beamish* CD (label side up) into the tray. Press **A**, **B**, or **C** to close the tray. Follow the on-screen instructions. Move your arrow to the **CD-ROM** box and press the **Start** button. You will see a picture of a watch come up on the screen. This is telling you that you're mere seconds away from a mind-boggling gaming experience.

Next, you'll see a cool logo that reads "Dynamix" and then ME, signaling you to follow. Finally, you'll see my logo, applause, applause. You can hit the **Start** button at any time during this part to advance you to the beginning of the game. If you've saved a game previously - here's where you load it. If you load it, you're zipped to the point in the game where you last saved it. Remember, you only get one saved game at a time (after all you're a supreme video gamer, not a geek computer wimp).

To save a game–From within the game, get into the Backpack inventory screen (see page 8), position your pointer arrow over the **Save** button and press the **B** button to select it. Your game will be saved automatically. This will allow you to return to that point in the game without having to play from the beginning.

If you don't have a saved game yet, or don't want to load it, you can watch the cool introduction or hit your **Start** button and race to the first interactive scene in the game: Carbuncle School.

General Rules

Here are some general rules. This game is an "interactive adventure." That is, it ain't no shoot-'em-up. You're going to have to use some brains to get through this game. The whole point of playing is to discover my world. You'll need to figure out what things I need or what I already have that will help me on my adventure. Then you have to figure out where I should go and what I should do next.

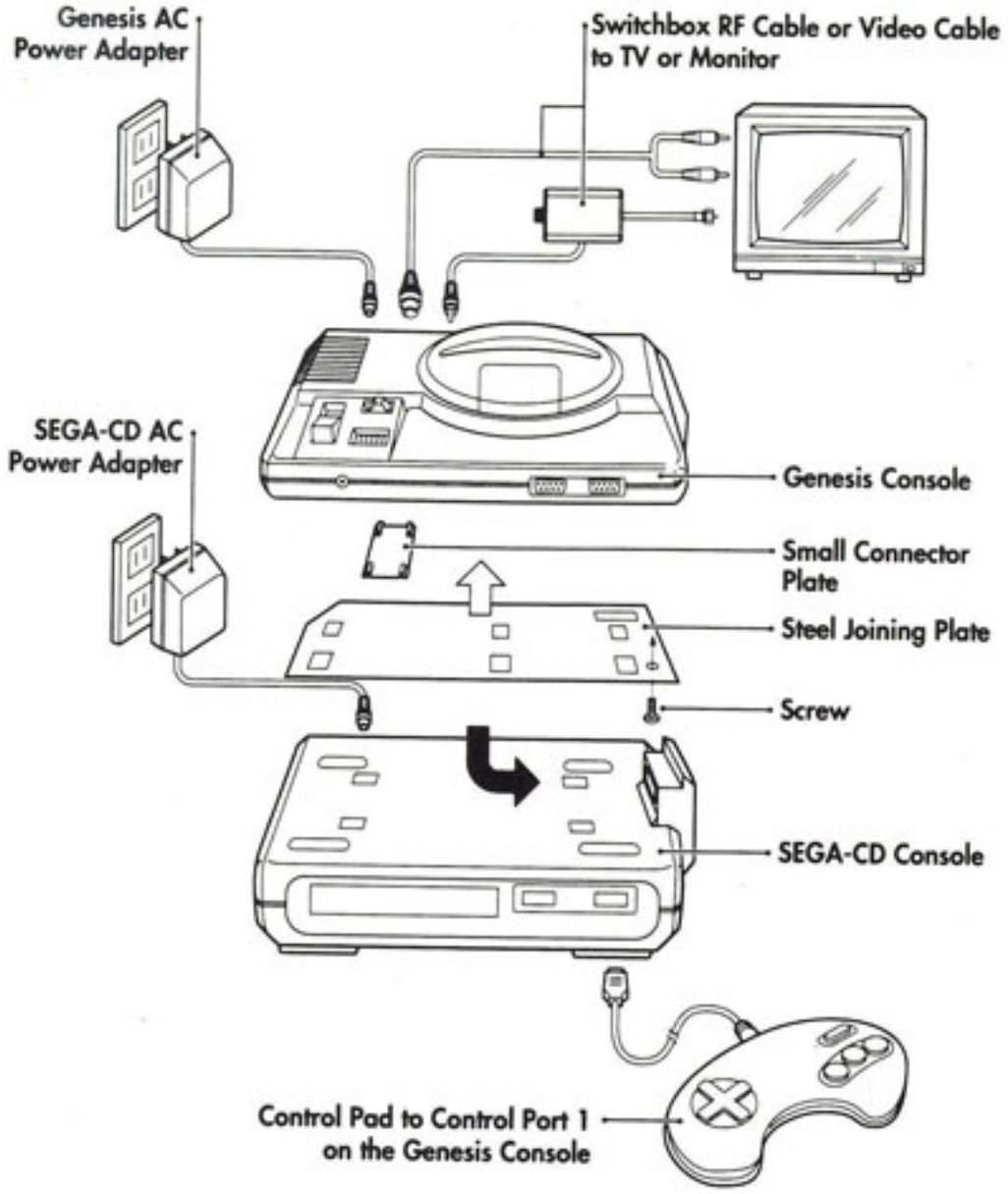
Remember, when you are playing the game, you have to do my thinking for me. Listen to the story of what's going on, click on everything you see (I'll get into that on page 10), and figure out what you think I should do. It's not always easy. Don't feel bad if you occasionally get stuck, just keep trying different things. If you get REALLY stuck, you can call one of the "hint lines" below and they'll help un-stick you. All of these "hint lines" cost a little cash: 75 cents for the first minute and 50 cents for each additional minute, **so make sure you have your parents' permission to call if you are under the age of 18!** The cool thing is that the hint lines are available 24 hours a day! Yowl

Hint Lines

If you live in California call: **(900) 370-5113**

If you live elsewhere in the U.S. call: **(900) 370-5583**

If you live OUTSIDE of the U.S. call: **(209) 683-4468**



Handling Your Sega CD™ Disc:

The Sega CD Disc is intended for use exclusively with the Sega CD System.

Do not bend it, crush it, or submerge it in liquids.

Do not leave it in direct sunlight or near a radiator or other source of heat.

Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

How to play

Using your Sega Control Pad

OK, Press the **directional arrows** on the control pad to move the pointer arrow around on the screen. Not too tough, eh?

Press the **B** button to select an action or to pick up an object. If I'm holding an object, the **C** button is not active.

Pressing the **C** button will usually toggle between the **Look** icon (magnifying glass), the normal pointer arrow and the **cross hair** icon (when its available).

The **A** button is generally used to repeat speech.

If you use **A, B, C,** and the **Start** button, you'll go back to the beginning of the game intro. screen.

To reset the game, press the **Reset** button on the Sega CD machine.

Oh, one other ultra-cool feature: when you press the **Start** button after you're in the game, you'll get these incredible **Laser Balls** up on the screen. Use the directional arrows on your control pad to move them around to create some mind-boggling designs. Use them if you're thinking about what to do next or if you want to kill some time, like when the next fabulous scene is being loaded up. When you go to a new scene it takes about 5-10 seconds to bring it up on the screen, so when you see the **Watch** icon come up, break out the **Laser Balls.**

Character Interactions

I can have conversations with the people who inhabit my world, or use objects from my backpack (inventory) on them to see what affect it will have.

I can talk to a person if the normal pointer arrow turns into a **Talk Bubble** icon when it is moved over them. The **B** button will

then cause them to speak. Pressing the **B** button again during speech will shut that person up and move onto the next person (or dog, or frog).

Pressing the **A** button when a character is talking will cause them to say things over. You can get some cool effects doing this, try it!

In most non-interactive sequences, the dialog is advanced automatically. Pressing the **B** button during a non-interactive scene will take you through it quickly.

Occasionally, when I speak, I give you a choice of two or three things to say. These are printed in a box on the screen during the game. Move the pointer arrow up and down with your **Directional Arrows**, and each phrase will light up as the arrow passes over it. Press the **B** button to select the phrase you want or the **A** button if you want to just hear it first. Then hit your **B** button when you know which phrase you want. Remember, characters are affected by the passage of time and they will remember almost everything you've ever said to them. This seriously affects how they'll respond to you. You'll see!

The Backpack Inventory

Pressing the **B** button when the normal pointer arrow is on me will usually bring up a screen showing you what I've currently got in my backpack (or my school desk when you're in Carbuncle School). Don't worry, it doesn't hurt. Any object I (you) pick up is put into my backpack and stored there until you want me to use it.

When you want me to get an object out of my backpack, put the pointer arrow on me, and use the **B** button to bring up the Backpack Inventory screen. From here you can pick-up, drop, look at, or combine objects.

If there are too many objects to view them all at one time, two more buttons labeled **<** and **>** will be visible at the bottom of the screen. Press the **B** button on them to scroll the screen sideways.

To take an object out of the backpack, pick the object up by moving the pointer arrow over it, then use the **B** button to select it. When the pointer arrow turns into that object, move it out of the backpack screen (down the bottom of the screen). This automatically takes the object out of the backpack and into the current scene. It won't take much practice to get it right.

From the Backpack Inventory screen you can drop an object by pressing the **B** button on the **Drop** icon and then on the **Exit** icon. If you want to combine objects, simply move one object icon onto another by pressing your **B** button. If the objects can be combined (sometimes they can't!), a new icon will appear in place of the previous icons. It's easy, you'll figure it out.

Time Advance

Use the Time Advance button (located in the Backpack Inventory) to move the game time up to the next event. This can help you move though the game faster—but make sure you've explored everything in the scene before you move ahead. You may not get a second chance!

Using Objects

You'll need to use objects in all sorts of interesting ways to solve the situations I get into so that we can progress through the game. At different times I'll need to give objects to other characters, use objects on other characters, or combine different objects and use them together. Sometimes you'll even need to get me to use objects on myself in order to get through the scene! You can try to use any object in a particular scene as soon

as you find it, but if you think I'll need it later, put it in my backpack.

If you try to use an object on something and nothing happens, the object icon will appear at the bottom of the screen. Pick it up and try it again on something else. If it still doesn't work, stick it in my backpack. Try not to leave the scene with object icons at the bottom. Pick things up and keep track of where they are and we'll make a great team!

Icons

Exit Icon

The normal pointer arrow will turn into an exit sign when it is over a door, hallway, or other means of leaving (or escaping!) a scene. Press the **B** button on an **Exit** icon to leave the scene. The **Watch** icon will come up for a few seconds and then you'll be into the next scene. If you want to know where an exit leads, you can find out by pressing the **Look** icon (magnifying glass)— the icon you get when you use your **C** button.

Look Icon (magnifying glass)

By now you've probably already figured out that this isn't a game you race through, it's a game you check out and figure out. The magnifying glass allows you to find out about objects all over the place. My house, the city of Frumpton where I live, and just about everywhere else you look is loaded with cool things to check out. Use your **Look** icon a lot! The magnifying glass is normally gray, but when it's over something you can look at, the glass will magically turn clear. Use your **B** button and the Narrator will explain to you what the object or person is, or at least tell you something about it. In some scenes the **Look** icon will bring up an enlarged view (sort of a close up) of what you're looking at.

Talk Bubble

When I meet someone I can talk to, the normal pointer arrow turns into a **Talk Bubble**, you know, those things you find in comic books with the words in them. Press the **B** button on the **Talk Bubble** icon to start the character yakking.

Watch Icon

The pointer arrow will turn into a **Watch** icon whenever the game needs to get data and stuff out of the CD. It usually happens when the game is changing scenes or preparing an ultra-rad surprise. It usually only lasts for about 5-10 seconds. It means Wait— duh!

Arrow Icons (normal arrow) (pick up and action arrow)

When the normal pointer arrow changes into a different type of arrow, it means I can pick up or take action on the object the pointer is over. Buttons, levers, dials, or other controls are also used this way. Press the **B** button to use them.

Cross Hair Icon

The **Cross Hair** icon means that I can throw an object at (or to) another character. Certain objects have special **Cross Hair** icons to indicate that they can be aimed at a target. Get to it by pressing the **C** button.

Special Tricks

TootSweet Frog Jump Contest

This only works at the frog jump contest, which is way into the game. To make your pet frog Horny jump, you need to activate the red button near the lower right-hand side of the screen by pressing the **B** button on it. Your frog jumps farthest when his "Jump-o-Meter" (on the lower left-hand side of the screen) is near the top.

The Tub Tray Tram tunnels

When you jump into the Tub Tray Tram, way, way, way into the game, it will automatically take you to Grand Junction. From there, choose your next destination by activating one of the arrow buttons on the control panel. Once you have selected a direction, you are committed: the tram cannot move in reverse.

Winning the Game

Even if you've "won" the game, you'll probably want to play again. There are many ways to resolve the game, depending on the choices you make while you play. You may want to go back and try some different approaches to the puzzles and possibly arrive at a happier ending. Or you may just want to try some different things to see what happens.

Well, that's about it. If I tell you any more, I'll be walking YOU through the game. I hope you have as much fun playing this game as everyone here did creating it. Good Luck!

Playing Super Space K'Noidtrix™

Super Space K'Noidtrix™ is my favorite game, I always have it ready to play on my game machine in my bedroom. If you go up to my room and click on the game machine, up pops *Super Space K'Noidtrix!* A game within a game - how Shakespeare! I practice this rad game every chance I can so that one day I will achieve my highest goals and be the Ultimate Champion of the Universe. You should be able to figure the game out pretty quick but let me give you a quick run down of how to play it.

How to Play

You control this really cool spaceship that moves horizontally across the bottom of the play field. Use the **left** and **right** direction arrows on your control pad to make it move. Two monsters from the Monster Squad toss blocks down on you. Each block is made up of four squares, each of which you must shoot. The yellow squares are worth 10 points each, but the other colored squares are totally bonus. Purple squares are worth 150 extra points, Red squares are worth 100 points, and green squares are worth 50 points. Squares that have letters in them release pellets that drop down the screen. If you grab the pellet with your ship, you'll activate a special power. Shoot the blocks while they're still flying or else they land and turn yellow and are only worth 3 measly points when you shoot them.

The goal of the game is to get the highest score you possibly can and to become (at the very least), Ruler of the Neighborhood. To do this, keep the squares from stacking up and overflowing the well in which the game is played—or you'll die a most horrible death! Be sure to avoid getting hit by the falling pieces. Getting hit decreases your energy, which is represented on the screen by the energy bar. If your energy falls below zero, you lose a life. Bogus! Luckily, you start the game with three lives, so you have plenty of chances to make it up.

Weapons and Tricks

There are two basic kinds of weapons in Super K'Noidtrix: the cannon and the laser. They're very cool. You can upgrade your cannon by picking up the capsule dropped when you hit a C (Cannon) block. Upgrade your laser by nabbing the capsule dropped when you hit an L (Laser) block. Avoid the Mr. Ick Pellet, he'll turn your laser or cannon down to its weeniest

Cannon

power. To fire your current weapon, press one of the buttons. **A** shoots left, **B** shoots up, and **C** shoots to the right.

If you grab the F (Fast) capsule, your ship will rocket for about 20 seconds. If you grab the S (Slow) capsule, you'll stun the monsters and they'll drop their blocks less frequently.

Levels

Hey, if you're starting to get nervous, don't worry, you'll have a brief reprieve at the end of each level. 50 pieces are thrown by the monsters during every level. Each level is more difficult than the one preceding it. If you clear out the blocks, you get to move on to the next level. It's easy — NOT! Just keep clearing out the blocks and advancing to rack up those mega big scores!

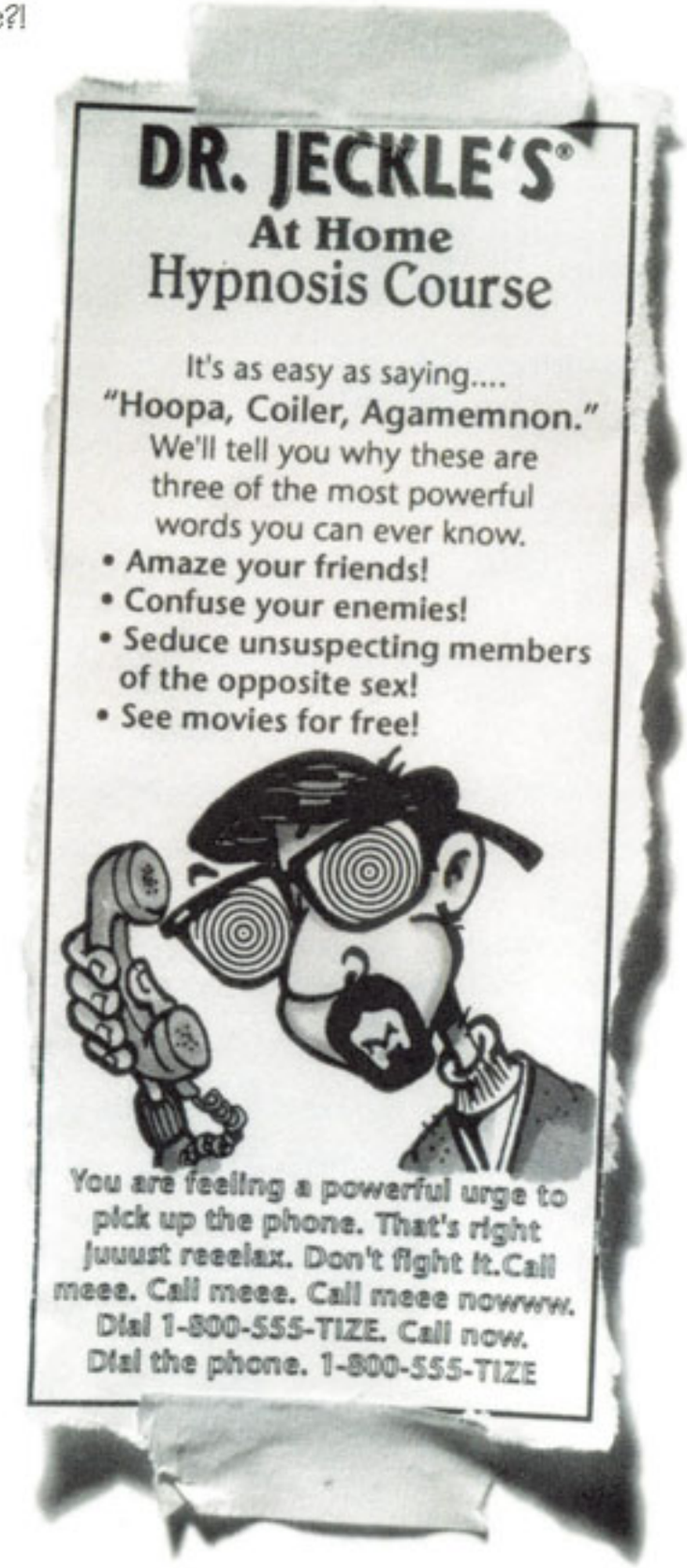
Secret Weapon

If you get stuck, there is an ultimate secret weapon at your disposal. Press all three buttons (**A**, **B**, and **C**) and you'll begin glowing. If you hold the buttons down long enough, a shock wave will destroy the surrounding blocks. This strategy is not without its drawbacks. You can't shoot while you're using this secret weapon. Also, use of the secret weapon depletes your energy.

Good luck! And remember, you have to play often to be the best!

Willy

I clipped this out of the *East Frumpton Drainer*–it's so wierd I had to show you so you know what kind of people I have to deal with in this crazy town. Maybe it will help you with my adventure?!



Sega Control Pad Basics

Use the **Directional Arrows** to move the pointer arrow around the screen.

Use the **B** button to select an action or pick up an object.

The **C** button toggles between the **Look** icon, the normal pointer arrow and the **Cross Hair** icon (when available).

Look Icon

Cross Hair Icon

To repeat speech use the **A** button.

Press **A, B, C,** and **Start** to go back to the game intro. screen.

To Reset-press the **Reset** button on the Sega CD.

Talking

If the normal pointer arrow turns into a **Talk Bubble** when it is over another character, you can talk to them. The **B** button will make them talk, press it again to shut them up. Press the **A** button when a character is talking to repeat speech.

Talk Bubble

To choose among speech choices for Willy-Move the arrow up and down with the **Directional Arrow**, each phrase will light up as the arrow passes over it. Press the **A** button if you want to just hear it first. Press the **B** button to select the phrase you want.

Time Advance

Use the Time Advance button (located in the Backpack Inventory) to move the game time up to the next event.

Inventory

Press the **B** button when the normal pointer arrow is over Willy to see what he's got in his backpack (or desk at Carbuncle School).

To get an object out of my backpack-put the pointer arrow on Willy and press the **B** button.

To view everything at one time- Press the **B** button on the **< >** icons to scroll the screen sideways.

To pick up an object-move the pointer arrow over it and press the **B** button. When the arrow turns into that object, you can move it.

To drop an object-Press the **B** button on the **Drop** icon then on the **Exit** icon to drop an object.

Exit Icon

To combine objects-Move one object onto another by pressing the **B** button over them (not all objects can be combined).

Special Icons

Press the **B** button on the **Look** icon when it's over an object for a close-up or more information.

Look Icon

The **Cross Hair** icon means that an object can be thrown at (or to) another character.

Cross Hair Icon

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Willy Game Music	Chris Stevens
	Jan Paul Moorhead
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CD Game Tester	Nat Rudulph
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Sheila	Roxy Ragozzino
Leona	Sher Alltucker
Tiffany	Roxy Ragozzino
Dana	Sher Alltucker
Perry	Greg Black
Spider	Dan Bruno
Brianna	Roxy Ragozzino
Mr. Frick	Ben Taitel
Coach Beltz	Scott Barkhurst
Louis Stoole	Scott Wallin
Ms Glass	Becky La Chapelle
Stan Lather	Lester Hanson
Ghost Beamish	Stan Boyd
Guard	Dave Lund

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Robert Caracol
Kazuko Renes
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Thanks, Daniel for the Laser Balls

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	Robert Ansell-Bell
	James Domico
	Eli Haworth
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